Cheat patch for SDL version

Cheat patch for SDL version
by **martinultima** » Sun Jul 20, 2008 6:16 pm

martinultima
Junior Member

Posts: 5
Joined: Sun Jul 20, 2008 6:02 pm

Not sure how useful this will be, but I've got a patch for the SDL version of VBA 1.7.2 to add cheat support (currently GameBoy/Color only, not Advance, but shouldn't be too hard to extend):

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http://forums.ngemu.com/visualboy-advance-discussion/108222-patch-cheat-support-sdl-version.html

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I just heard about VBA-M earlier today, so I'm not sure how useful this is -- they suggested I check here -- but if you have any use for it, free for the taking [img] <fileStore.core_Emoticons>/emoticons/smile.png[/img]/emoticons/smile@2x.png 2x" width="20" height="20" />

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Hope this might be useful somehow -- if it is I might try to help with the project if I have enough time -- I don't know much C/C++ so I probably wouldn't be much use with the programming, but maybe at least testing (particularly with Linux stuff).

Cheat patch for SDL version
by **mudlord** » Sun Jul 20, 2008 8:50 pm

mudlord
Senior Member

Posts: 306
Joined: Sun Feb 08, 2009 7:16 am

You might want to check out the SVN at our project page on SourceForge. IIRC, xKiv already added cheat support to the Linux/Mac SDL port of VBA-M.

Cheat patch for SDL version
by **martinultima** » Mon Jul 21, 2008 1:50 am

martinultima
Junior Member

Posts: 5
Joined: Sun Jul 20, 2008 6:02 pm

Just checked out SVN trunk. The new --cheat option certainly makes my life much easier [img] <fileStore.core_Emoticons>/emoticons/smile.png[/img]/emoticons/smile@2x.png 2x" width="20" height="20" />

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However, SVN only seems to have added GameBoy Advance cheat support, not i.e. GameBoy Color -- if I forgot to mention my original goal was to use GBC Gameshark codes -- so I've uploaded a new patch that should fix that. This one's a lot shorter -- just four new lines of code -- a lot "cleaner" than the other patch too, since really most of the important bits were already there.

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By the way, slightly off-topic but I also had to patch the CMakeLists.txt slightly to build without GTKMM and LIRC -- cmake -DNO_GTK=1 didn't seem to work on my machine -- I can upload the patch for that too if anyone needs it.

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